

determining an action of the object on a basis of the internal state of the object; and
causing the object to perform the determined action.

9. A program for a computer, comprising:

by a feeling deduction unit, deducing a user's feeling;
by a user internal state storage unit, storing an internal state of the user including the user's feeling;
by an object internal state storage unit, storing an internal state of an object including an object's feeling;
by an internal state management unit, managing the internal state of the object and the internal state of the user on a basis of the deduced user's feeling;
an action management unit, determining an action of the object on a basis of the internal state of the object; and
by an output processing unit, causing the object to perform the determined action.

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